

Knight (p25)

Creation Summary (p24)

Attack	13			Initial Equipment	
Defence	7	Magical Defence	3	Plate armour (AF 5), shield, dagger (d4, 3), lantern, flint-and-tinder, backpack, 25 florins, and a sword (d8, 4) or morning star (d6, 5).	
Stealth	13	Evasion	4		
Perception	5	Health Points	1d6+7		

Advancement Summary (p130)

+1	Attack, Defence, Health Points, and Magical Defence	Each rank
+1	Perception	Odd ranks
+1	Stealth	Ranks 4, 7, 10, etc.
+1	Evasion	Ranks 5, 9, and 13

Armour Proficiencies (p71)

Knights do not suffer any penalties for wearing any type of armour.

Basic Skills (p26)

All gained at 1st rank:

Track (p63)

1d20 under Perception to follow trail up to 3 days old. Reroll each time you change terrain. Add 1d4 per day over 3.

Armour Expert

May wear plate armour without penalty.

Ride Warhorse

May ride a warhorse (p245).

Advanced Skills (p26)

Choose one at 8th rank and upon achieving each subsequent rank:

Disarm Technique

If the Knight is attacked with a roll of 20, the Knight may roll 3d6. If the result is higher than the attacker's Rank, he is disarmed.

Expert Parry

Parry a blow with a shield on a roll of 1 or 2 on 1d10.

Main Gauche

May use second weapon to provide a guard (+2 Defence) or get second attack against the same target (Knight's Defence is 0 and must roll to hit separately with both weapons).

Master Bowman

+1ABR with arrows. 50% chance to fire second arrow each combat round.

Quick Draw

Draw a dagger, shortsword or sword as a free action.

Swordmaster

Cause critical hit with a sword on a 1 or 2.

Weaponskill

Different skill per melee weapon. +1ABR with that weapon.

Optional Additional Skills (Players' Guide p119)

Choose one at 3rd rank and a second at 6th rank.

Fearless

+2 to rank to make a Morale Check (p122) or resist a Fright Attack (p122).

Intimidating

Force a failed Morale Check on a victim. Roll d20 equal to or under Looks. +1 to Looks for every other character of equal or greater rank that stands with the intimidating character. Failure causes the victim to be enraged for 2d10 rounds.

Iron Will

+2 to Magical Defence against *Command, Curse, Transfix, Enslave, Enthrall, Benight, Turncoat, Pacify, Dark Thoughts, Winds of Change, and Witch Steed* spells.

Tireless

Perform non-combat tasks for up to the character's Strength score in hours, achieving 50% more than a non-tireless character could in the same time.

True Grit

Character remain conscious until -3HP, but then dies as normal.

Oak Fists

Unarmed combat attacks are made as (d6, 3) weapons.